SEGA®

GENESIS®

INSTRUCTION MANUAL

VECTORMAN 2

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

❏ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
❏ Do not bend it, crush it or submerge it in liquids.
❏ Do not leave it in direct sunlight or near a radiator or other source of heat.
❏ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

# CONTENTS
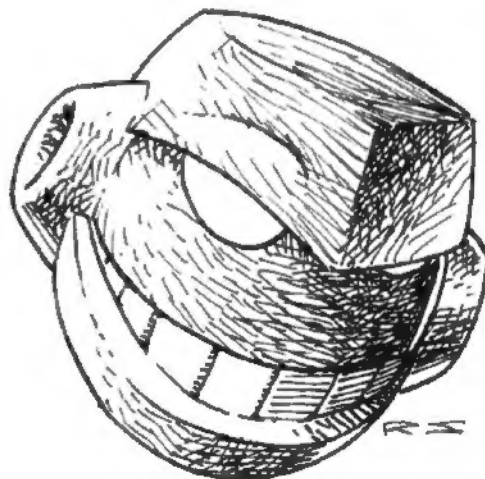
SETTING UP

CARTRIDGE
SLOT

POWER
BUTTON

CONTROL PORT 1

1. Set up your Genesis System as described in the instruction manual. Plug in Control Pad 1.

2. Make sure the power is OFF. Insert the VectorMan 2 cartridge into the cartridge slot and press down firmly.

3. Turn the power button ON. In a few moments, you'll see the SEGA™ and BlueSky Software™ logos.

4. If the logos don't appear, turn the power button OFF. Confirm that your system is setup correctly and the cartridge is properly inserted. Turn the power button ON again.

Important: Always make sure the power switch is OFF before inserting or removing any Sega cartridge.

VECTORMAN STORY

VectorMan 2 picks up on VectorMan's adventures immediately after the demise of his arch-enemy, Warhead. A routine sludge barge excursion is cut short when a mysterious missile critically damages VectorMan's ship. VectorMan escapes destruction and freefalls back to Earth, landing on the outskirts of a seemingly abandoned research facility. As he begins to investigate the source of the missile, VectorMan discovers a mutant strain of insects that have begun to flourish in the research facility. Worse yet, the insects display destructive tendencies towards the planet and seem to be run by an unseen intelligence. VectorMan's mission is clear: defeat the mutant insects and once again save the Earth from impending disaster.
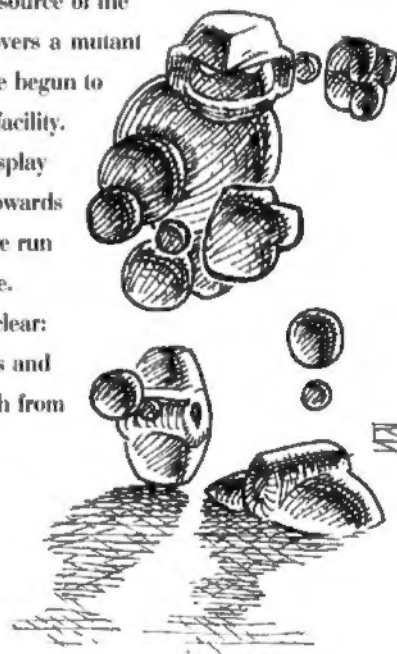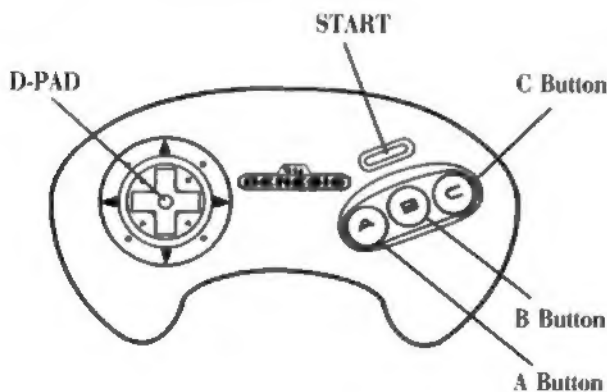
VECTORMAN
CONTROLS

- D-Pad Up: Look Up
- D-Pad Down: Crouch / Look Down
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Button: Shoot
- C Button: Jump
- Start Button: Pause

Special Moves

- VectorMan can shoot while running.
- Hit the jump button while Vectorman is in the air to Boot-Blast even higher than a regular jump.
- Boot-Blasts can function as a weapon and can inflict damage to enemies.
- If VectorMan has the Laser weapon, hold down the A or B button for rapid fire.

START

D-PAD

C Button

B Button

A Button

MORPH
CONTROLS

VectorMan's morphs are now level specific. When VectorMan appears in a morph level, he maintains that morph for the entire level (except for the Tornado morph). Below are the morphs and the necessary controls:

Helicopter:

The Helicopter morph allows VectorMan to hover and control his descent.
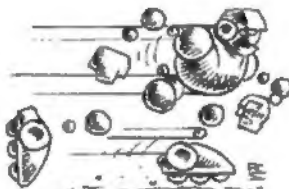- D-Pad Left: Move Left
- D-Pad Right: Move Right
- A, B Button: Shoot
- C Button: Hover

Skates:

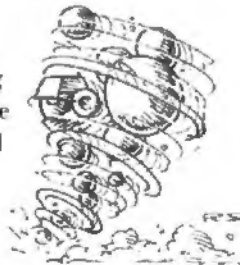VectorMan's Skate morph lets him roll through a level at high speed.
- D-Pad Down: Crouch / Stop
- D-Pad Left: Skate Left
- D-Pad Right: Skate Right
- A, B Button: Shoot
- C Button: Jump

Tornado:

The Tornado morph gives VectorMan the power of a raging whirlwind. A morph icon activate the Tornado morph for a limited time period.
- D-Pad Left: Move Left
- D-Pad Right: Move Right
- C Button: Jump

MORPH CONTROLS

Tank:

The VectorTank is the ultimate
in pure firepower.
- D-Pad Up: Moves Gun Barrel Up
- D-Pad Down: Moves Gun Barrel Down
- D-Pad Left: Move Left
- D-Pad Right: Move Right
- A Button: Rotate Turret
  Left \ Right
- B Button: Shoot
- C Button: Jump

ASSIMILATION CONTROLS

Certain enemies release assimilation icons when
destroyed. If VectorMan picks up the icon, he morphs and
takes on the characteristics of that enemy. VectorMan is
invincible during assimilations. Below are the assimilations
and the necessary controls:

Shell Bug (Shield)
- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Button: Shoot
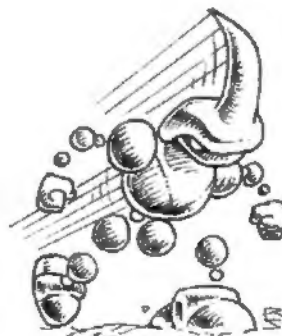- C Button: Jump
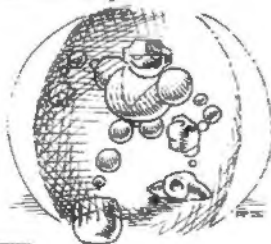
ASSIMILATION CONTROLS

Scorpion (Stinger)
- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Button: Tail Whip
- C Button: Jump
- D-Pad Down + A Button:
  Tail Whip Down
- D-Pad Up + A Button:
  Tail Whip Up

Rhino Beetle (Charge)
- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
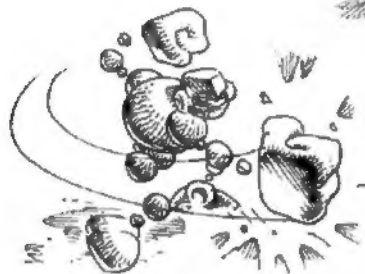- A, B Button: Charge
- C Button: Jump

ASSIMILATION CONTROLS

Tick (Punch)

- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Button: Attack
- C Button: Jump

Fire Ant (Fireball)

- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Button: Shoot
- C Button: Jump

OPTION CONTROLS

From the Title Screen, you can select either Start or Options. The Options Screen lets you configure the game.

- D-Pad Up: Move Cursor Up
- D-Pad Down: Move Cursor Down
- D-Pad Left: Change Selection
- D-Pad Right: Change Selection
- Start Button: Exit to Title Screen
- A Button: Trigger Sound / Music Test
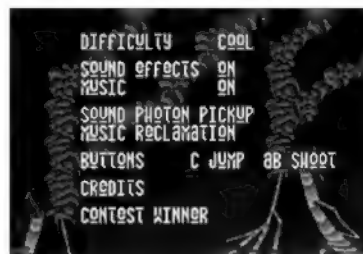
Difficulty: Choose the difficulty level that you can handle... Lame, Cool, or Wicked.

Music & Sound Effects: Turn the music or sound effects ON or OFF.

Sound Test: Sample all the sound effects used throughout the game.

Music Test: Listen to all the music played in the game.

Buttons: If you prefer a different button set-up, you can change it here.

Credits: The Credits option will show you who worked on VectorMan 2.

Contest: Take a peek at Josh Krebs' design for a VectorMan morph. Josh is the winner of the VectorMan Morph Contest. Congratulations Josh! Thanks to everyone who entered.

STATUS AREA

VectorMan's vital statistics are shown at the bottom of the screen at all times during gameplay.

Current Weapon | Lives | Health | Time Remaining | Multiplier

Current Weapon:

VectorMan can use six different weapons throughout the game (see Weapons, page 12). This icon shows which weapon is currently active. When the ammunition is close to depletion, the icon flashes.

Lives:

The VectorMan figure icons display how many lives are held in reserve.

Health:

VectorMan can take several hits before he loses a life. The filled-in balls represent the number of hits he can take. The empty balls display the number of times he's been hit. Empty balls can be replenished by grabbing Health Point power-ups (see Power-Ups, page 10).

Time Remaining:

VectorMan has a limited amount of time to complete each level. The time indicator shows how much time is remaining. Extra Time power-ups extend the time remaining clock (see Power-Ups, page 11).

Multiplier:

Whenever VectorMan picks up a Multiplier power-up it's displayed in the Status Area. All scores, Health power-ups, and 1-ups that VectorMan picks up are multiplied by that number. Multipliers are only temporary and the icon will begin to flash as time runs out (see Power-Ups, page 10).

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STATUS AREA

Score:

VectorMan's score accumulates by collecting photons and destroying enemies. Additional bonuses are awarded at the end of each level. Earn an extra lifes each time Vectorman scores:

10,000 points	Lame Mode
20,000 points	Cool Mode
40,000 points	Wicked Mode

POWER-UPS

Power-ups are scattered throughout the game to help VectorMan. They can be obtained by blasting open a Power Sack or by destroying an enemy.

Multipliers:

Whenever VectorMan collects a multiplier icon all scores, Health power-ups and 1-ups are multiplied. The Multiplier power-ups can be x2, x3, x5, or x10 and increase your score accordingly. Multiplier power-ups only last a short time so be sure to rack up the points while the power-up is active.

Health Point:

A Health Point fills up one ball of the health indicator in the Status Area.

Full Health:

A Full Health power-up fills up all the balls of the health indicator in the Status Area.

Max Health:

A Max Health power-up increases the number of available Health Balls VectorMan has.

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POWER-UPS

1-Up:

A 1-up gives VectorMan an extra life.

Milestone:

The Milestone power-up allows VectorMan to restart the level at the place where the Milestone power-up was collected.

Extra Time:

Picking up the Extra Time power-up extends the time on the clock.

Power Sacks:

Destroying Power Sacks earns VectorMan power-ups, weapons and photons.

Photon:

Photons are pulsating energy sources that are spread out throughout all the levels. Picking up Photons earns points and if enough are collected,VectorMan will be taken to a bonus round.

WEAPONS

Weapon power-ups are hidden throughout the levels inside the Power Sacks. When VectorMan collects a Weapon power-up it replaces his current weapon. Weapon power-ups only have a limited supply of ammunition. When the ammo runs out, VectorMan reverts back to his default weapon.

Laser:

The Laser is a rapid fire weapon. Hold down the A or B button to fire repeatedly.

Energy Shot:

The Energy Shot is a solid beam of power that really does some damage.

Super Energy Shot:

This weapon is similar to the Energy Shot but more powerful and can ricochet off walls. This is the weapon of choice when blasting through break tiles.

Pulse:

The Pulse weapon fires more dispersed projectiles. This is the second most powerful weapon VectorMan can obtain.

OverKill:

The name says it all! A single shot weapon that destroys everything on screen. Use it wisely.

BONUS ROUNDS

VectorMan gains access to bonus rounds by collecting more than 80% of the total photons in a level. While in a bonus round, VectorMan has to collect time extenders in order to stay alive.

If VectorMan runs out of time or loses a life, he gets kicked out of the bonus round and play continues on the next non-bonus-round level.

Tunnel Bonus Round:

VectorMan morphs into a sleek, space racer to compete against bug enemies. His mission is to grab time extenders and fend off oncoming enemies.

Space Bonus Round:

VectorMan morphs into a spaceship and takes off into space. His mission: destroy bug worlds and bug space ships while avoiding nasty meteor showers and collisions with the sun.

Invader Bonus Round:

Vicious bugs lay siege on a stranded sludge barge. VectorMan must fend off bug ships and deadly meteor showers to save the day.

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SURVIVAL GUIDE

VectorMan's super energy shot weapon deflects off solid surfaces and can be used to hit enemies that are inaccessible with normal weapons.

In the "Night in the Swamp" level, look for bubbling gas pockets that could indicate underground passages.

Be sure to fire at suspicious walls. Breakaway walls often lead to hidden areas and big bonus points.

The Swamp boss is big, but don't let its size be intimidating. Something as minor as a Boot-Blast can inflict some awesome damage.

Look for 1-up power-ups near point multipliers. If you get a 10X multiplier and then a 1-up, you get 10 extra lives!

Assimilation morphs time out quickly, but can inflict a lot of damage on enemies. Always destroy assimilation enemies first so that weaker enemies are easier to destroy.

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ENEMIES

SnakeFly-
150 points

Ceiling Crawler-
50 points

Flea-
100 points

Shell Slug-
100 points

Flying Flea-
150 points

Spider-
100 points

▼ 15 ▼

ENEMIES

Paintball Bug-
50 points

Pillbug-
100 points

Balloon Bug-
50 points

Laser Larva-
50 points

BigMaw-
150 points

▼ 16 ▼
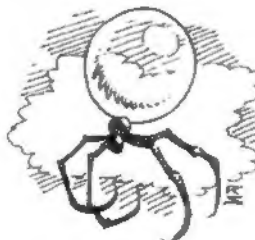
ENEMIES

Mantid-
100 points
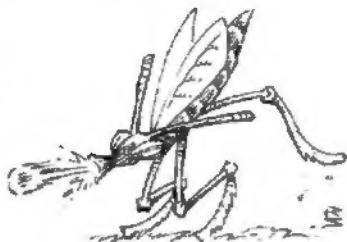
Crabby Hermit-
150 points
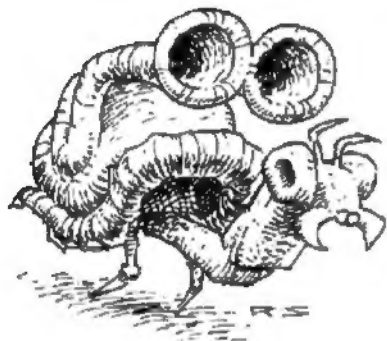
Mole Bug-
150 points

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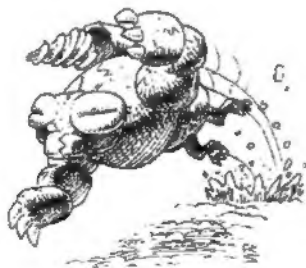
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